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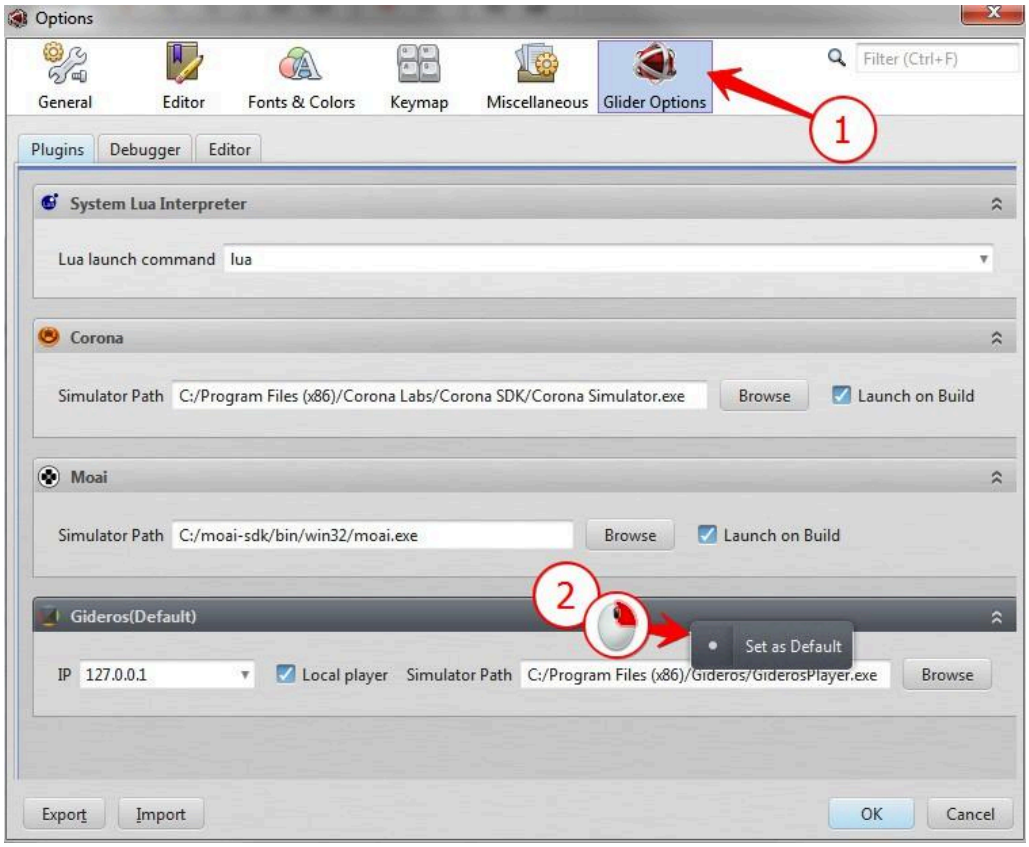
Setting up Glider for Gideros

1) If you use Gideros as your primary SDK, you might want to consider setting it as the default.

For Mac	For Windows
Lua Glider -> Preferences	Tools->Options



Also be sure to check the Simulator path while you are in the options menu. You can also

uncheck the local player option and enter an IP for on device debugging. Please note that checking the local player checkbox will ignore the IP given in the IP selector and just use the loopback address. Please be sure to close Gideros studio or it may hold the connection to the simulator.

2) Thats it! you are now ready to use Glider for Gideros.

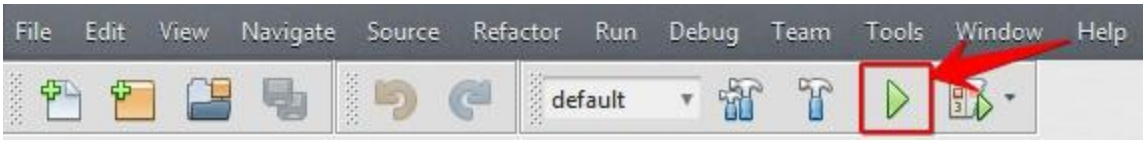
Glider by Example

Opening Projects

In Glider a “project” is just a folder, any folder can be opened in the editor but only folders with main.lua inside can be executed. Please navigate to the Gideros samples page and open an example. You can do this easily by just dragging and dropping the project folder into the editor pane as shown below:

Running Projects

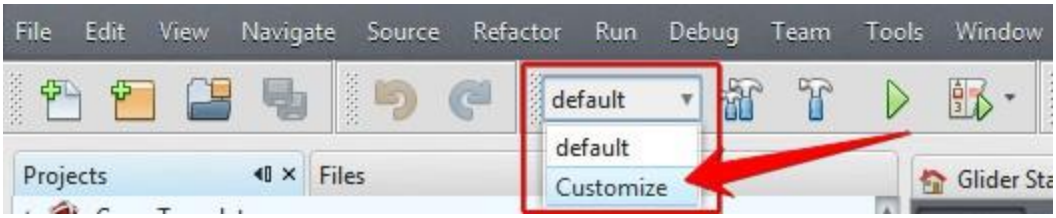
After you have opened the project, simply click the run button to run it.



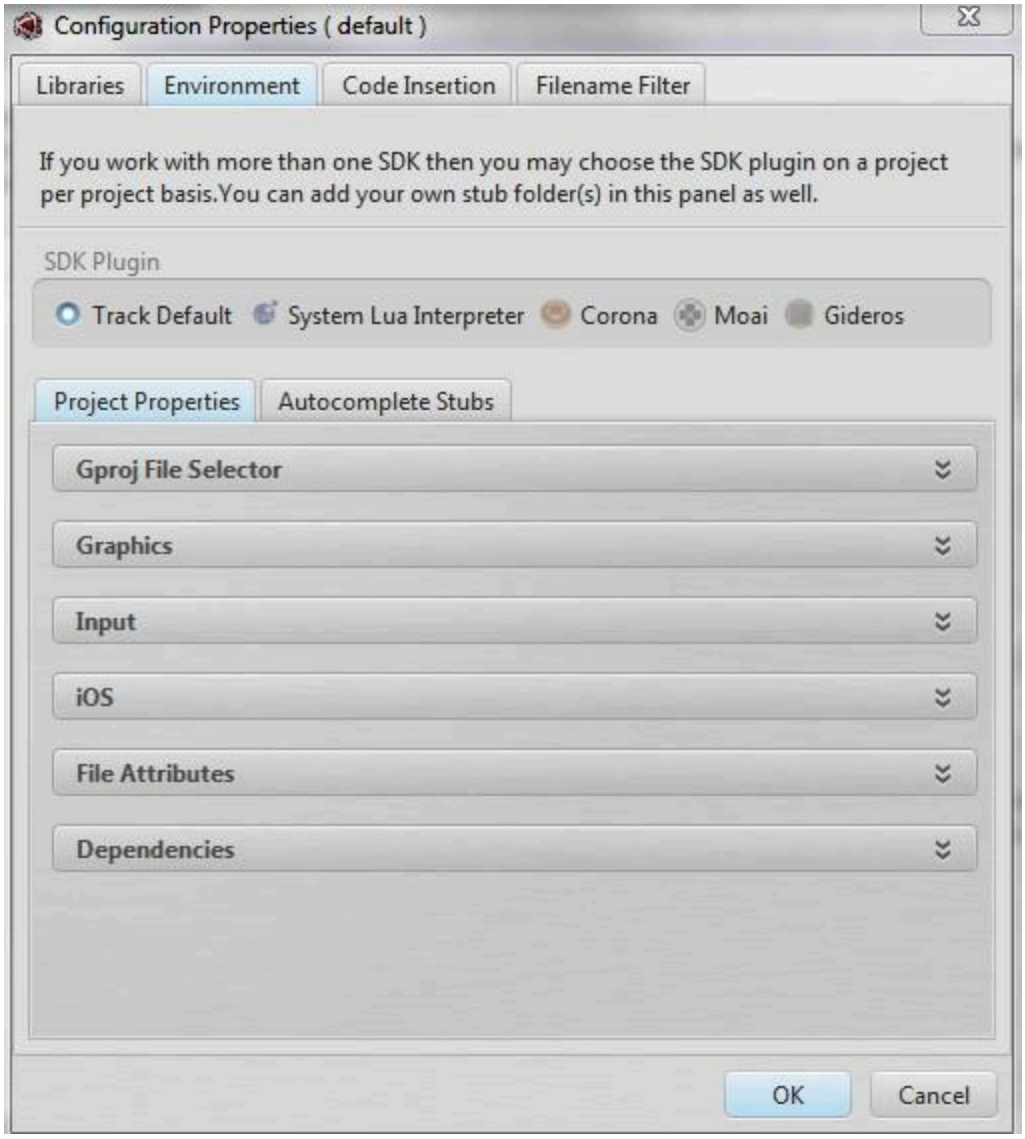
If everything is set right you will see the Gideros simulator pop up and start running the project.

Using the Gproj Customizer (Beta)

1. Open the Project Configurations Customizer:



2. Click on the “**Edit**” button. This will bring up the configuration editor.
3. Click on the **Environment** Tab, It should look like this:



You can expand each of the collapsable panes to gproj related options. You can pretty much do everything via Glider without ever switching back and forth to the Gideros IDE.

Importing and Exporting Gproj Files

Heads up!

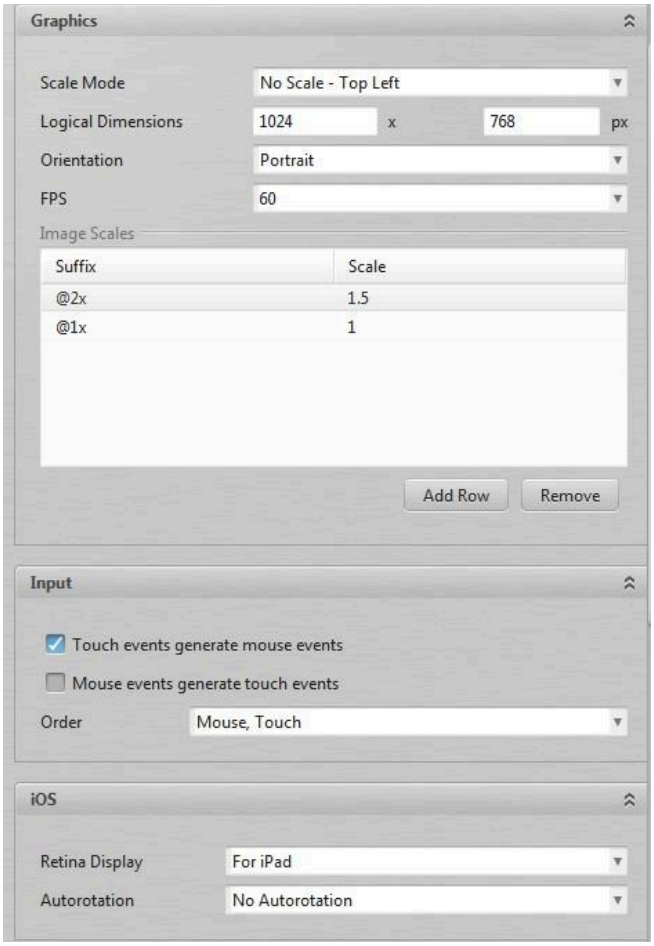
Changing the gproj settings from Glider will not edit your existing gproj file. If you choose to make changes to your existing gproj file, you must re-import it.

One thing worth mentioning in detail is how Glider currently handles gproj files. Since this is a beta feature Glider will not edit your existing gproj file directly, instead it will import it and work on a copy. When the project is built (ie for debugging) Glider will automatically create a gproj file called “GliderGenerated.gproj” in the build folder, this is the file that is handed off to the Gideros simulator to be executed and will reflect the changes you make here.
In the event that you have multiple gproj files, you can choose the one you wish to import via the import widget. You can also export gproj files from this pane.

Heads up!
Glider will Auto-add assets/files found in the project folder. There is no need to manually add files to the gproj file after you have added them to the project folder.

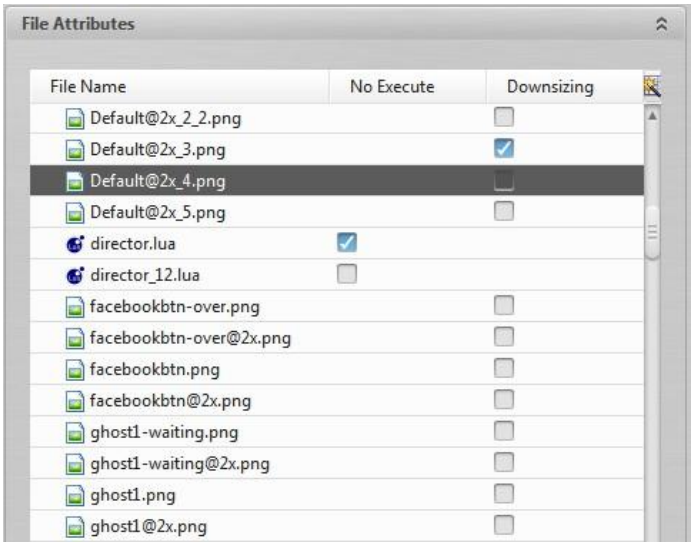
Graphics/Input/iOS Panels

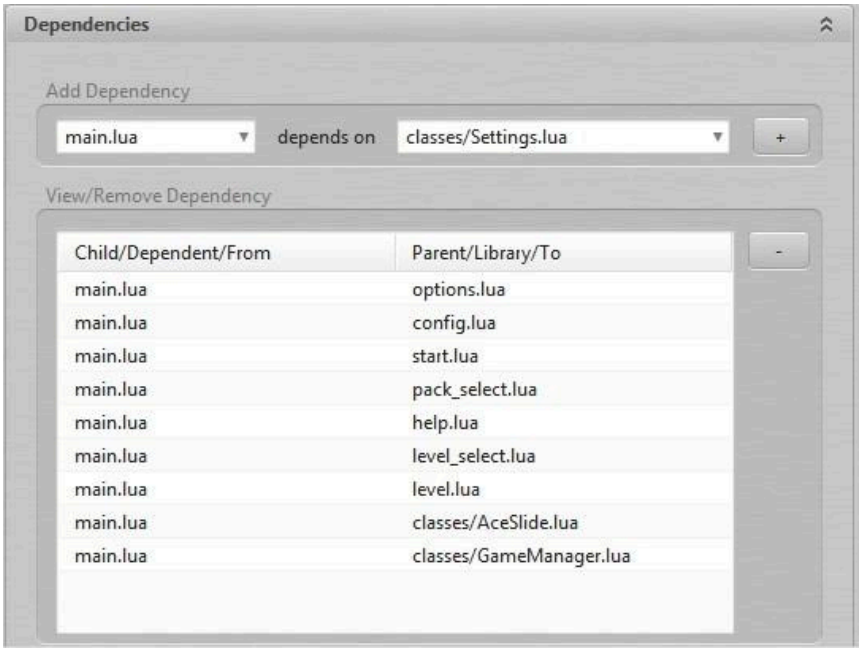
These options are all accessible from the Gideros studio properties panel. You can now set them directly from Glider.



File Attributes Panel

All the customizer panels should be very similar to Gideros IDE but the notable exceptions are the file attributes editor and the dependency manager. File attributes are something that you might not change too often and it helps to get a quick visual look at everything.



Dependency Manager Panel

In this panel you can add and remove dependencies between source files. You can quickly see what files depends on what and even sort the columns to get a different view of dependencies. If you sort by the first column, you will effectively see the outgoing edges of the graph, if you sort by the second column, you will see the incoming edges.